



**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Patent Application of  
OHTA, K.

Atty. Ref.: 723-1414

Serial No. 10/635,652

Group:

Filed: August 7, 2003

Examiner:

For: STORAGE MEDIUM STORING A SHADOW VOLUME  
GENERATION PROGRAM, GAME DEVICE, AND SHADOW VOLUME  
GENERATION METHOD

\* \* \* \* \*

September 5, 2003

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Sir:

**INFORMATION DISCLOSURE STATEMENT**

Pursuant to 37 C.F.R. 1.56, the attention of the Patent and Trademark Office is hereby directed to the references listed on the attached PTO-1449. One copy of these references are attached. It is respectfully requested that the information be expressly considered during the prosecution of this application, and that the references be made of record therein and appear among the "References Cited" on any patent to issue therefrom.

The Examiner is requested to initial the attached form PTO-1449 and to return a copy of the initialed document to the undersigned as an indication that the attached references have been considered and made of record.

This Information Disclosure Statement is being filed before the mailing date of a first Office Action on the merits. No certification or fee is required.

The filing of an Information Disclosure Statement shall not be construed as a representation that a search has been made [37 C.F.R. '1.97(g)], an admission that the information cited is prior art, or is considered to be, material to patentability or that no


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other material information exists. Further, the filing of an Information Disclosure Statement shall not be construed as an admission against interest in any manner [Commissioner's Notice of January 9, 1992, 1135 O.G. 12-25 at 25].

The Commissioner is hereby authorized to charge any deficiency, or credit any overpayment, in the fee(s) filed, or asserted to be filed, or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Account No. 14-1140.

Respectfully submitted,

**NIXON & VANDERHYE P.C.**

By:   
Mark E. Nusbaum  
Reg. No. 32,348

MEN:mg  
1100 North Glebe Road, 8th Floor  
Arlington, VA 22201-4714  
Telephone: (703) 816-4000  
Facsimile: (703) 816-4100

SERIAL NO.

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FILING DATE

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[illegible]

Date Considered

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**INFORMATION DISCLOSURE  
CITATION**

ATTY. DOCKET NO.

723-1414

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APPLICANT

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FILING DATE

GROUP

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**U.S. PATENT DOCUMENTS**

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	4,625,289	11/1986	ROCKWOOD			
	5,043,922	08/1991	MATSUMOTO			
	5,255,353	10/1993	ITOH			
	5,377,313	12/1994	SCHEIBL			
	5,402,532	03/1995	EPSTEIN et al.			
	5,739,819	04/1998	BAR-NAHUM			
	5,742,749	04/1998	FORAN et al.			
	5,870,097	02/1999	SNYDER et al.			
	5,870,098	02/1999	GARDINER			
	5,966,134	10/1999	ARIAS			
	6,018,350	01/2000	LEE et al.			

**FOREIGN PATENT DOCUMENTS**

DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES NO

**OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)**

	Debevec, Paul, et al., "Efficient View-Dependent Image-Based Rendering with Projective Texture-Mapping," University of California at Berkeley
	Gibson, Simon, et al., "Interactive Rendering with Real-World Illumination," Rendering Techniques 2000; 11 <sup>th</sup> Eurographics Workshop on Rendering, pp. 365-376 (June 2000)
	Wang, Yulan, et al., "Second-Depth Shadow Mapping," Dept. of Computer Science, University of North Carolina, Chapel Hill, NC
	Segal, Mark, et al., "Fast Shadows and Lighting Effects Using Texture Mapping," Computer Graphics, 26, 2, pp.. 249-252 (July 1992)
	White paper, Kilgard, Mark J., "Improving Shadows and Reflections via the Stencil Buffer" (11/03/1999)
	"OpenGL Projected Textures," from web site: HTTP:// reality.sgi.com, 5 pages
	"5.13.1 How to Project a Texture," from web site: www.sgi.com, 2 pages
	Arkin, Alan, email, subject: "Texture distortion problem," from web site: HTTP://reality.sgi.com (7/1997)
	Moller, Tomas et al., "Real-Time Rendering," pp. 179-183 (AK Peters Ltd., 1999)
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	RenderMan Interface Version 3.2 (7/2000)
	The RenderMan Interface Version 3.1," (September 1989)
	"Renderman Artist Tools, PhotoRealistic RenderMan Tutorial," Pixar (01/1996)
	Web site materials, "Renderman Artist Tools, PhotoRealistic RenderMan 3.8 User's Manual," Pixar,
	NVIDIA.com, technical presentation, "AGDC Per-Pixel Shading" (11/15/2000)

\*Examiner

Date Considered

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Use several sheets if necessary)

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